Europe's Second

Student 3D Audio Production Competition

at 30th Tonmeistertagung 2018, Cologne, Germany

We are happy to announce that the 30th Tonmeistertagung will host Europe's Second Student 3D Audio Production Competition. The Tonmeistertagung is the large Convention of the Tonmeister Society of Germany and will take place from 14th to 17th November 2018 in Cologne, Germany. The finalists' work will be presented during the finals and awards played back with a hemispherical loudspeaker setup with over 20 loudspeakers.

All students who deal with spatial music, spatial recording, or who are interested in spatialized sound are invited to participate by submitting short works (**4min**) to the **second Student 3D Audio Production Competition** for one of the three categories:

- **Contemporary / Computer music**
- **Audio drama / Documentary / Soundscapes**
- **Music recording / Studio production.**

Binaural renderings of last year's finalist's works can be found here:

http://competition.ambisonics.at/

1 Guidelines

In order to make the entry of the competition accessible to everyone, we chose the scene-based format Ambisonics as the required playback format. It allows playback on various loudspeaker layouts, so the jury is able to review the contributions using the 3D playback environment they are familiar with. Other 3D audio formats can also be easily embedded within Ambisonics. Additionally, binaural renderings of the 3D audio enable a comfortable distribution to a wider audience over the internet. Above all, there is a variety of free tools including DAWs, encoders, effects and decoders and many more for creating high quality 3D audio content.

A list of free tools and a template session in Reaper is provided by the organizers and can be accessed under https://iaem.at/ambisonics/s3dapc.

In order to simplify the review process, please use the provided template session with binaural headphone playback and thoroughly follow the step-wise instructions below:

- Use 5th order Ambisonics (36 channels) with the ambiX convention (ACN sorting order, SN3D)
    - only upper hemispherical content is considered for playback
    - 44.1kHz sampling rate and 24bit resolution
- Speech announcements ("front", "left", "right", "rear", "top") should be used to sound-check the spatial orientation of the piece
- Room impulse responses of the target playback facility are available (Are they?)
- Duration of contributions should be **4 minutes** maximum
- Upload to an online file-sharing link the organizers can access
- Abstract description of the work, title, contents (**max 200 words**)
- Documentation of the work (**at least 3 pages**)

2 Competition procedure

An international jury of recognized experts in the respective categories (spatial audio recording, computer music, and audio technology) will review the contributions. This jury will select works to be **presented and discussed** at 30th Tonmeistertagung (TMT) 2018 and communicate their selection to the authors of the respective works.

As **Europe's Second Student 3D Audio Production Competition** is a main part in the program of TMT 2018, it will include public listening and discussion sessions in the evening with the jury and the authors of successful works, and there will be talks during the conference announcing the listening sessions and summarizing the aesthetic discussion of the jury.

If your work is among the selected ones you will be notified and asked to join the event and give a brief presentation.

3 Awards and presentations at TMT

We plan to award three prizes in every category to those of the participants whose works are outstanding in the respective categories. The award ceremony will also be held at TMT 2018 and the prizes will be sponsored by companies involved in 3D audio.

4 Eligibility and important notice

Authors of works submitted to the competitions should be able to confirm their enrollment as a student of a university or higher education program. Authors of the respective works will be asked to permit publishing of the works under the creative commons license (CC0 1.0). The idea behind the recording competition is clearly non-commercial, which should technically allow the interested authors to use academic facilities (which are strictly non-commercial).

4 How to submit

Please navigate to https://easychair.org/conferences/?conf=s3dapc2018 and create an account, if you haven't got one already. Then use the link "*enter as an author*" to add your submission to the event and don't forget to place a download link to your production in the field for the abstract. Submission deadline will be end of June 2018.

Best of luck!